

Product Design, Clock prototype Y7

week	Curriculum Overview Product Design
1	<p>To explain the layout of the design graphics room and workshop.</p> <p>To introduce pupils to Health and Safety issues.</p> <p>To describe the expectations for working in a practical environment.</p> <p>To explain and apply health and safety practices used.</p> <p>To develop skills in research and analysis.</p>
2	<p>To recognise how research and analysis can be used in a design process</p> <p>To practice how to use market research to influence design decisions.</p> <p>To Develop drawing skills by using new 3D drawing techniques.</p> <p>How to use crating techniques.</p>
3	<p>To introduce a product design brief.</p> <p>Introduce and explain research and analysis material for consideration.</p> <p>To present information in an informative and creative way.</p> <p>Use analysis to benefit a design process.</p> <p>Understanding of how to use a design movement to inspire design thinking (Memphis).</p>
4	<p>Using research and analysis to inspire creative thinking.</p> <p>To apply design influence to concept ideas for product development. (prototype clock concept)</p> <p>To create design concept ideas through visual communication.</p>
5	<p>To Discuss and explain development of design from concept ideas.</p> <p>Demonstrate an understanding of how to refine concept thinking.</p> <p>Visually communicate development ideas through refined drawing techniques.</p>
6	<p>To plan a sequence of making activities through a specified criteria (specification)</p> <p>To understand the qualities of different materials, specifically wood and manufactured board, MDF.</p> <p>How to mark out with specific dimensions.</p> <p>Using a coping saw correctly.</p>
7	<p>To understand how to use a pillar drill.</p> <p>To understand how to use a disc sander.</p> <p>To understand how to use glass/sand paper.</p> <p>To continue to work safely in a workshop environment.</p>
8	<p>To Understand how to use finishing techniques to refine a final prototype.</p> <p>How to use painting techniques to display colour on a prototype.</p> <p>To apply finishing techniques carefully to product prototype.</p>
9	<p>To use evaluation and reflection to improve general approach to a design and make task from start to finish.</p> <p>ASSESSMENT WEEK: Go through all techniques covered in the project with Q&A and written test if required. (teachers discretion, depending on progress.</p>